

REEL BREAKDOWN:

-shots 1-7: “Turning Point: Fall of Liberty”: videogame intro(PS3, XBOX360, PC). Axis Animation. (Glasgow.UK).

Lighting, Effects and Compositing Artist

I worked mainly on the effects creation (lighting, rendering and comp): ocean, explosions, fire, street fumes, broken glass, shots. Software: Maya, Renderman and Digital Fusion.

-shots 8-14: “Buzz! The Music Quiz”: videogame trailer/intro(PS2). Axis Animation. (Glasgow.UK).

Lighting, Effects and Compositing Artist

I worked on the lighting, rendering, effects and composition. Software: Maya and Combustion.

-shots 15-19: “Scottish Power”: commercial for TV campaign. Axis Animation. (Glasgow.UK).

Lighting and Compositing Artist

I worked on the lighting and composition. Software: LightWave and Combustion.

-shots 20-26: “Donkey.Xote”: cg animation Film. Bren Entertainment/Filmax Animation. (Santiago de Compostela.Spain).

Effects Artist

I worked on the preproduction and trailer of this Filmax Animation film project. I was responsible to create environment fx, like dust & vegetation; lighting and precomp of donkey main character. Assist to effects supervisor helping him to create the hair for the donkey and scripts to create the environment dust. Software: Softimage XSI and Combustion.

-shots 27-28: “Nocturna”: 2d/3d animation Film. Bren Entertainment/Filmax Animation.
(Santiago de Compostela.Spain).

CG Artist

I worked on the preproduction and trailer of this Filmax Animation film project. I worked on texturing, shading and lighting for the first shot. I worked on the ocean's creation, shading, animation and rendering; general environment lighting, fx & comp of this second shot. Software: Photoshop, Softimage XSI and Combustion.

-shots 29-32: “El Cid, The Legend”: 2d/3d animation Film. Bren Entertainment/Filmax Animation. (Santiago de Compostela.Spain).

CG Artist

I worked as a generalist, in the small CG team that created all CG shots and effects for *El Cid, the Legend* (traditional animation film). I worked on modelling, setup, shading, lighting, effects and compositing. Sword shots I did lighting, rendering and comp. For the horses' shot I did camera layout, scene setup, shading, lighting, rendering and comp. Software: Photoshop, Softimage XSI and Combustion.

-shots 33-34: “Clanners”: cg broadcast project. Eddadesign. (Barcelona.Spain).

CG Director

Look Development, Key Lighting, FX, Composition. Supervising animation, lighting & all the workflow in the CG department. Work close with direction and producers to define the look & deliver the best solution for directors' ideas. Software: Softimage XSI, Combustion.

-shots 35-69: “Sweesters Virtual Room”: cg broadcast series (season 1, 2 + multiplatform content & interactive episodes). Eddadesign. (Barcelona.Spain).

CG Director

Look Development, Key Lighting, FX, Composition. Supervising animation, lighting & all the workflow in the CG department. Work close with direction and producers to define the look & deliver the best solution for directors' ideas. Setting up studio's Motion Capture facilities & work as Motion Capture Supervisor. Software: XSI, Combustion.